# TANKS MEGAPACK / ANIMATED / LOW POLY

A set of Tanks for war, battle and strategy games. One mesh – separate Body, Turret, Gun and Wheels. 4 Designs / 10 Colors each – 40 Variations in the project. + PSD files with additional 8 clan icon symbols and 2 camouflages.

The Example scene **(1)** presents 40 basic designs that are ready to use just by dragging them in your scene. However, they can be also customized to your needs. This tutorial will demonstrate how to personalize textures by combining various elements. In the Textures folder **(2)** you will find all textures used in this project. In the PSD folder **(3)** you will find 4 Photoshop files that you will be using to customize the tanks.
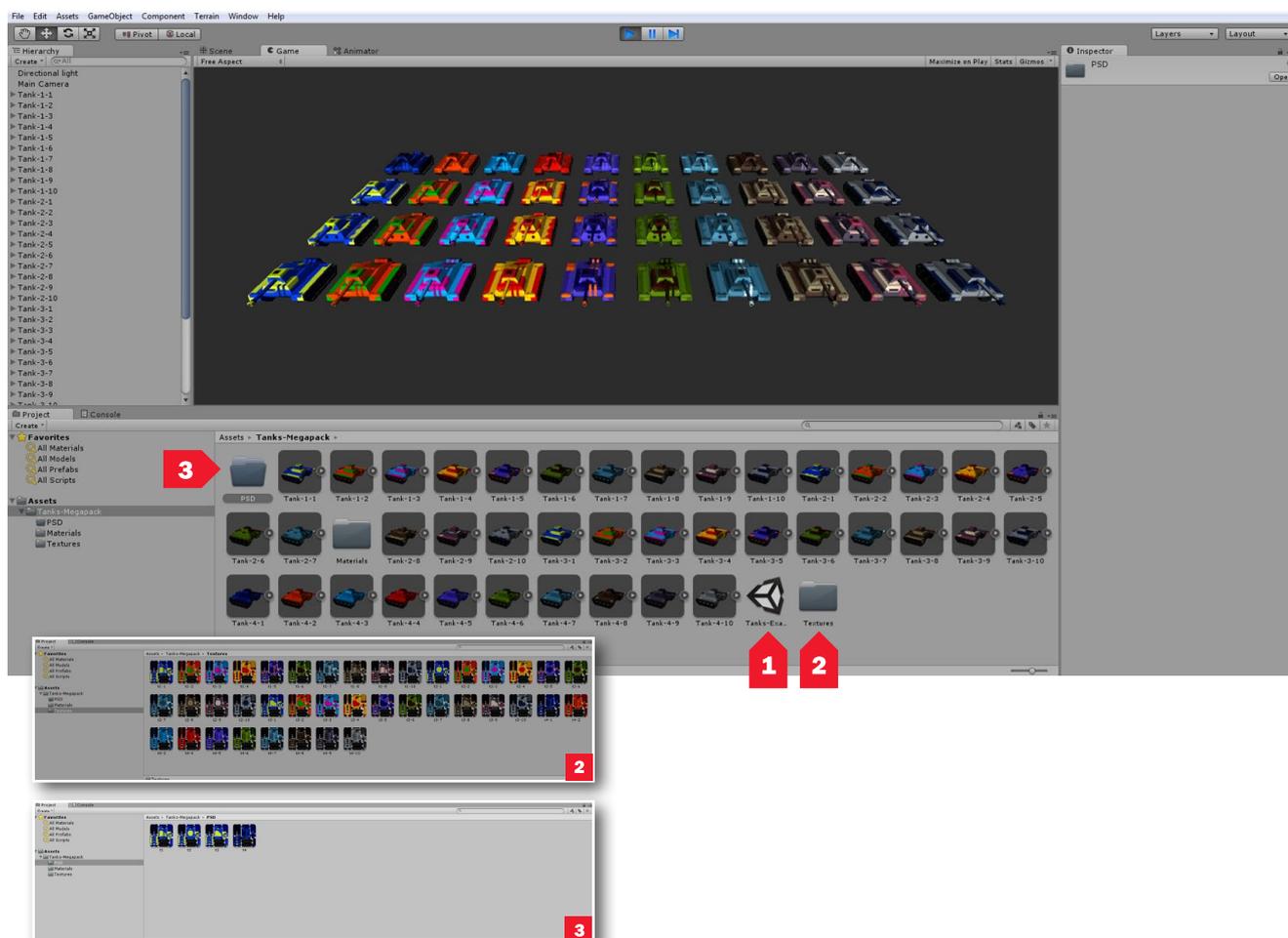
# HOW TO ADD A CLAN ICON OR CAMOUFLAGE OVERLAY IN PHOTOSHOP

Open "t1.psd" in Photoshop **(4)** and take a look of at the Layers panel **(5)** . It consists of 10 color variations distributed in layers **(6)**. Above them there are layers with Clan icons **(7)** that can be used to identify players. At the very top there are 2 camouflage layers **(8)** to add more detail. You can combine and overlay all of these elements to gain the most of the assets.
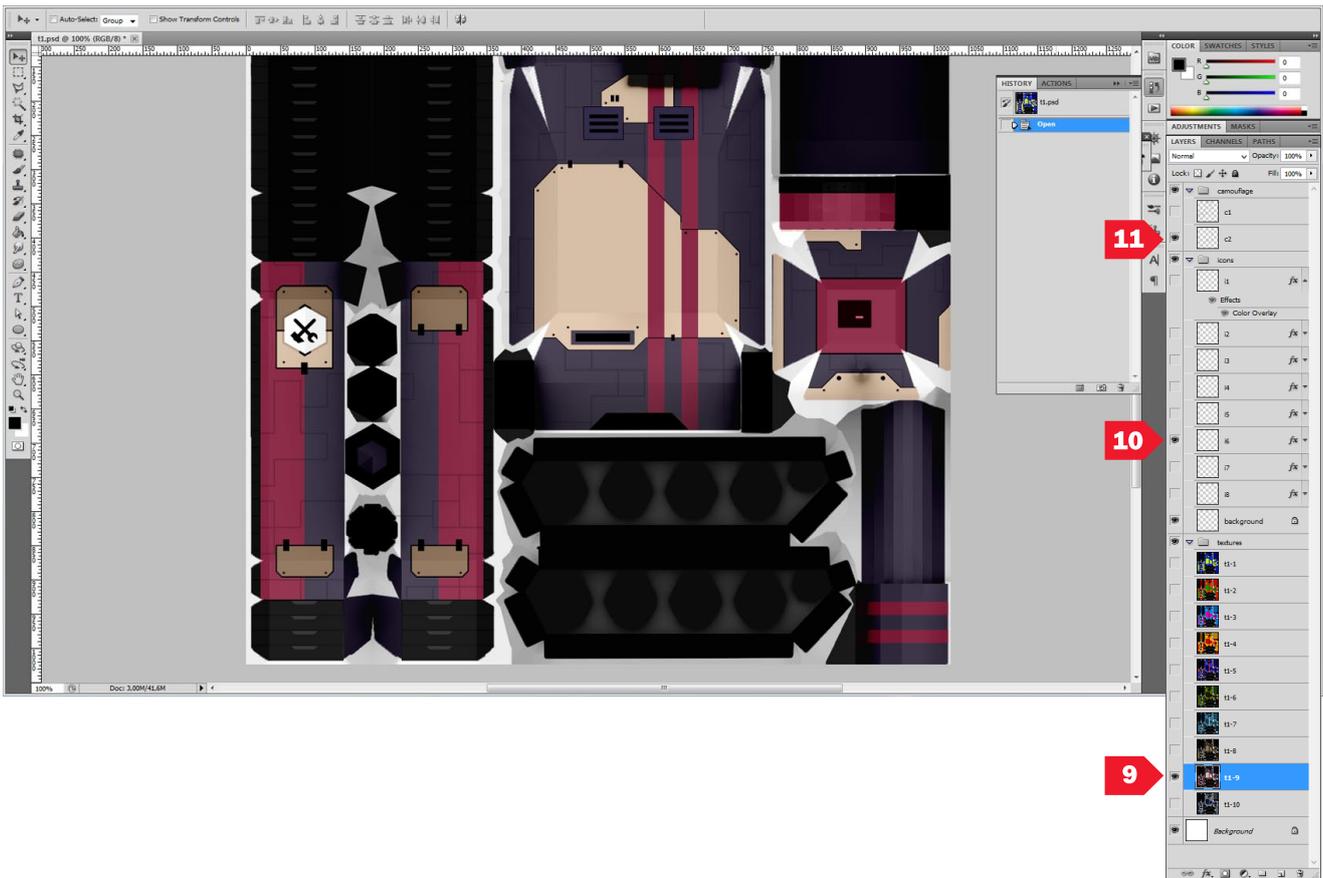

CLAN ICONS

| i1 | i2 | i3 | i4 | i5 | i6 | i7 | i8 |

CAMOUFLAGES

c1   c2
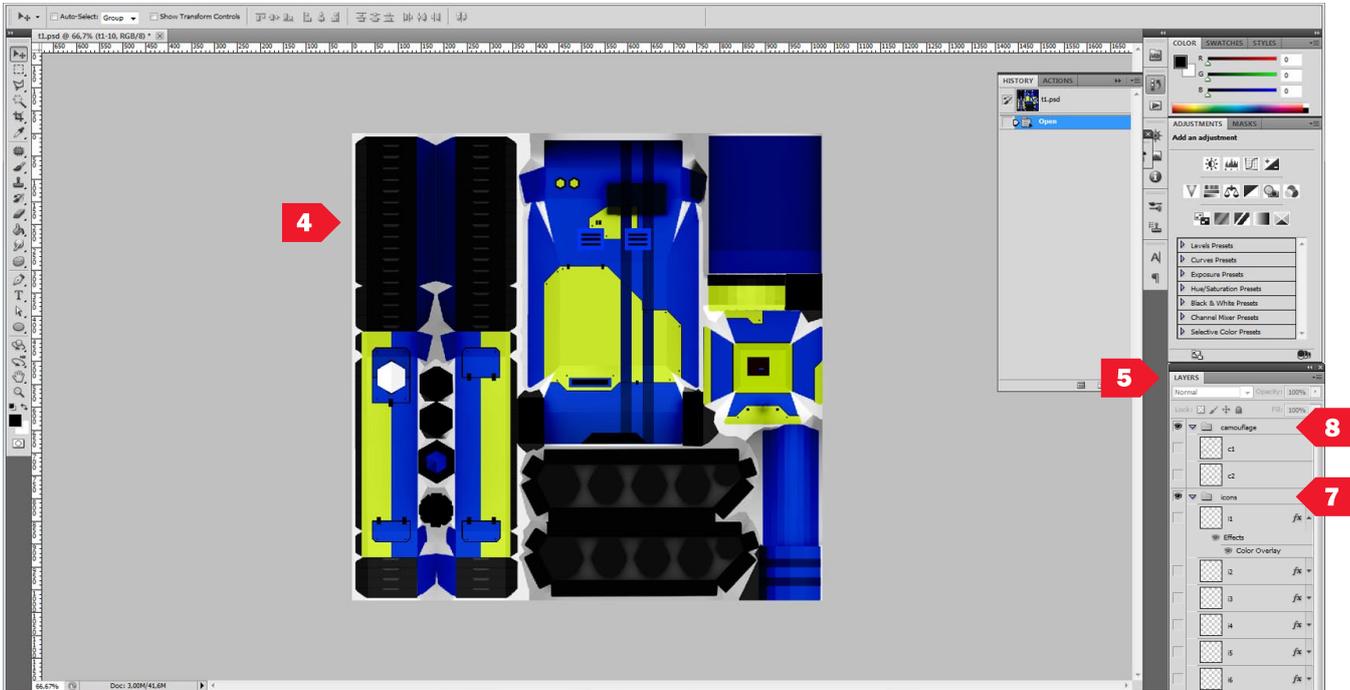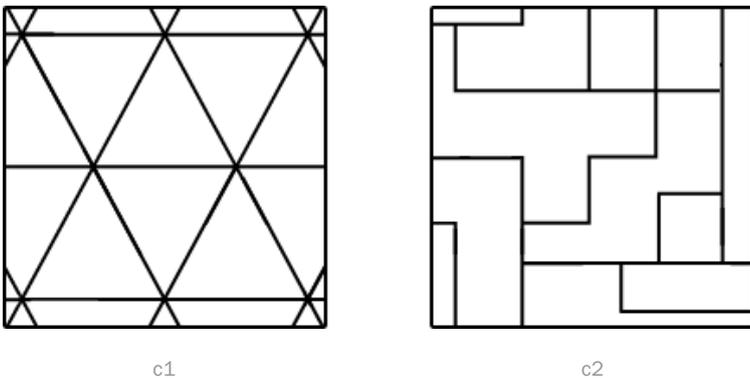
As a base texture I choose layer "t1-9" **(9)** and enabled an Clan icon layer "i6" **(10)** and a camo layer "c2" **(11)**.

All you need to do now is Save your design and import it to the Textures folder in your Assets panel.

Thanks for your attention. :]

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